



*EMELDA'S
RECEIPTS & SPELLLES
FOR YE OF
MAGICKAL ARTES*



Nota Bene

Here is the distillation of my life work in the ancient & arcane magickal art. By reading this work thou art become my successor.

BE WARNED

Use only the ingredients listed. The spellles & receipts within offer grate power but their use is fraught with grate danger. Heed my words ... for this is ye magickal ART.

Some of the necessary elementes are common and can be easily found. Others, however, will require diligent searching before they are uncovered. Be cautious in their use. Endeavor not to waste anything as some items, despite their rarity, are needed by more than one receipt.

Naught is certain so caution is vital or thou wilt pay with thy body & immortal soul.

WARNING: Please note the Recipes contained in this book are for use within the game Elvira®, Mistress of the Dark™. Any attempt to mix and use the Recipes in real life could result in serious consequences.

HERBAL HONEY

Required elementes: Honey and Hay

Make a decoction with 2 handfults of hay. Boyle for 20 minutes in water and pour liquid into bowl. Stir in jar of honey until dissolved and allow to cool before transferring to suitable container.

Allow 30 minutes for completion of this delicious elixir.

Imbibe to become one with the vitae naturae and gain knowledge of the true names of all plants.

ALPHABET SOUP

Required elementes: Dandelyons, Elderberries & Rose petals

Crush a handful of Elderberries and save the extract. Steep the petals from 1 rose in water for 1 hour. Cut the stem from a dandelyon and allow the white sape to drip into the elderberrie extract. Remove rose petals from liquid & discard. Add rose water to elderberrie and dandelyon, heate to 62 degrees and stir in dandelyon flowers. Turn heate off, allow to stand for 20 minutes and strain into container.

Allow 90 minutes to prepare this potion. Essential before understanding of Runes can be gained.

BRAIN ACHE

Required elementes: Poppys, mushrooms and one maggot

Choppe 1 large maggot into small pieces. Boyle 2 handfuls of fresh mushrooms untill reduced to a mush and mixe in the seeds from 5 poppys then add the maggot pieces to the resulting dough. Place in a baking tray and cook in the oven for 15 minutes or until golden browne.

Allow 30 minutes for preparation. Consuming this cake allows you to cast Brain Ache spellles to the confusion of your foes.

MIND LOCKE

Required elementes: Poppys, one maggot and Bloode root

Choppe 1 large maggot into small pieces and sautee until brown. Add sliced bloode root and continue on heate until soft. Grinde up seeds from 5 poppys and sprinkle on surface and allow to cool. Grinde mixture into fine paste, make into small balles and allow to harden.

Eating these balles allows you to cast Mind Locke spellles to freeze your enemys. This takes one hour to prepare.

SPAGETTY CONFUSION

Required elementes: Belladonna, Parsley, White wine & Witch Hazel

Dry one cup of witch hazel leaves until dry and crisp then crush to produce a powder. Add a belladonna flower and a pinch of parsley to the powder, mixing them together well. Heate a bottle of white wine to boyling and stirr in the powdered mixture while continuing to boyle until the mixture turns into spagetty-like strings which should be formed into patties and baked for five minutes in a hot oven.

This should take about an hour. When eaten, the user gains the Tangled Mind spelle.

SIZZLING EGGES

Required elementes: Bird's egge, Hellebore, Firethorn & Water Lily

Boyle a large lily leaf in water for 15 minutes, add a cupfull of firethorn petals and a hellebore flower. Add the white of a smalle egge and stirr thoroly for 10 minutes before allowing to cool. Drain remaining liquid into suitable container.

This takes about one hour to make and will give user a real knockout spelle.

CLOTTED SURPRISE

Required elementes: Spyder's web, Hawthorn & Mosse

Peel a saucepan full of hawthorn berries. Take great care to remove all trace of outside skins. Crushe the berries to produce a fine puree which should be put to one side. Wash three handfulls of common mosse, to remove any dirte and then boyle in water to cleanse. The mosse will break down into a green and slimy substance to which the pureed hawthorn should be added. Mix thoroly into a homogenous paste. This paste should be liberally spread over a bandage made from spyder's web. The bandage thus encrusted should be applied to any cut area which requires healing.

This poultice takes twenty five minutes to prepare and will restore your strength and ability. To use apply to injured area. For many minor injuries.

ICED MAGICK

Required elementes: Hawthorn, Thistle and Bloode lily

Remove all of the petals from a bloode lily flower and discarde them. Remove the seed pod and place over a low heate to encourage it to open up. When it does so, remove all of the seeds. Boyle two handfulls of hawthorn berries for twenty minutes and drain off the liquid to use. Discard the boyled hawthorn pulpe. Remove the thistle down from one thistle and add to the liquid from the hawthorns together with the bloode lily seedes. Take resulting mixture and place it in freezer for one hour. Pour off liquid into suitable container. To be drunk as required with this recipe providing sufficient for two portions.

Will take one and three quarters hours to prepare. The decoc-tion should be used for more serious injuries than the previous poultice.

WOODEN HEART in ALGAE SAUCE

Required elementes: Dogwood, Algae, Bleeding heart and Honey

Bake 6 handfuls of dogwood barke for two hours in a hot oven. Whilst the bark is baking, prepare the sauce as follows: Dissolve a jar of honey in warm water, add a pint of Pond algae and one chopped bleeding heart flower. Simmer for one hour and pour over the dogwood when baked. It sets into a hard jelly and provides enough for three helpings.

Taking two hours to make, each helping is a powerful restorative and healing agent.

PAINFREE

Required elementes: White wine, Black lotus & Laudnum

Take the flower of a black lotus and remove its petal. Carefully extract the pollen from the remainder of the flower and mix the pollen into the tincture of laudnum. Warm a glass of white wine and mix in the combined black lotus pollen and laudnum. This should be stored in a suitable container until needed.

It takes about half an hour to prepare and will take all pain away for three hours.

FIRE SPONGE

Required elementes: Plantain, Flame flower & Moss

Add water to 2 handfuls of moss and knead to form a sticky, dough-like paste. Remove seed heads from 2 handfuls of Plantain, add to mixture and set aside for 15 minutes. The seeds act as a speedy yeast. Grate a whole flame flower plant including leaves, flower & root and add to the moss dough, after the plantain seeds have done their work. Ensure an even dispersal. Place in baking tray and cook in a warm oven for 15 minutes. When cool, slice and serve.

This receipt makes sufficient for six slices. It takes 35 minutes to prepare and eating a slice allows the casting of a 10 second Fire Wall.

ICE SPONGE

Required elementes: Plantain, Hawthorn & Moss

Follow instructions for making Fire Sponge but substitute 2 handfuls of grated hawthorn berries for flame flowers. It takes the same tyme to prepare but allows the casting of a 20 second Ice Wall.

MAIDEN'S TURNOVER

Required elementes: Maidenhair, Fern, 3 Spyder's webs & Honey

Take two handfuls of leaves from the Maiden's Tree and choppe them finely. Boyle the finely chopped leaves until totally dissolved into the water to leave a dirty brown liquid. Blend into this liquid one jar of honey which acts as both a sweetener and thickening agent. Shred a handful of fern sprigs and stir into the mixture which then forms a thick dough-like paste. Shape this paste into small packets and wrap each one in a spyder web. There is enough of the mixture to make three packets.

The receipt takes twenty minutes to prepare. Eating a packet causes an increase in skin toughness as tho' wearing armor. It has no effect on magick and provides no protection against spellles.

MANTICORE FLIP

Required elementes: Maidenhair, Fern, 3 pieces of Manticore hide & Honey.

Prepare as Maiden's Turnover but wrap each packet in a piece of Manticore hide. Causes greater increase in skin toughness.

KNIGHTYME PLEASURE

Required elementes: Bird Feather, Deadly Nightshade and beetles

Crush two handfuls of Nightshade berries to extract their juice. Mix juice with the bloode sucked from five live beetles. Stir the mixture widdershins with the tail feather of a bird and recite my name backwards. Store drink in a bottle untill required.

As the ingredients for this receipt are difficult to obtain at the same tyme, it is unlikely that more than one portion of this potion can be prepared in any one year. Should you be fortunate enough to obtain the necessary for more than one portion then a second batch should be stored as though it were fine wine.

It only takes fifteen minutes to prepare but is most powerful in its effects. When consumed it offers total protection to all non-contact magick weapons and substantial protection from any other weapone for a considerable tyme. It should not be used lightly but saved untill needed.

LUCKY SURPRISE

Required elementes: Nettles & one Four Leaf Clover

Boyle a saucepan full of fresh nettles in water for twenty minutes. Add a sprig of four leaf clover and continue to boyle for a further five minutes. Strain off the liquid, bottle it and allow to cool whereupon it may be consumed. This potion should be used judiciously as excessive consumption will cause drowsiness and lethargy.

It takes thirty minutes to prepare. Use of this potion will make you react quicker unless taken to excess when it will tend to cause the opposite effect.

PROFITIOUS SURPRISE

Required elementes: Aconite, Nettles & one Four Leaf Clover.

This mixture should be prepared as Lucky Surprise but after straining off the liquid, add three drops of aconite extract to the decoction and stir for five minutes before bottling. It takes forty minutes to prepare. This potion has the advantage of not causing drowsiness but otherwise acts as Lucky Surprise. The addition of Aconite must be at the tyme of preparation. Later addition makes a deadly poison.

MONSTERA PIE

Required elementes: Monstera, Parsley & Ivy

Line a medium sized baking dish with Ivy leaves. Clean and separate a 2 cm. basketful of Monstera petals and slice into thumb joint sized strips. Place the strips into the baking dish, add the parsley and cover the contents with another layer of Ivy leaves. Place the baking dish in a hot oven and cook for twenty minutes. This receipt should provide enough for five portions and takes thirty minutes to prepare.

Eating a slice of this pie will make the eater stronger but slightly slow down the eater's reactions. This slowing is cumulative for each slice eaten before a previously consumed slice is fully digested. Only the foolhardy shude try eating the whole pie at one sitting because of this side-effect. Used with due care, consuming a slice of pie will give the eater a useful boost in strength when it is needed.

GLOWING PRIDE

Required elementes: Thistle, Dandelyon & Flame flower

Remove the petals from one Flame flower and press them to remove the oil which they contain. Take one Dandelyon and split its stem. Allow the milky liquid contained therein to drip into the previously extracted oil and mix thoroughly.

Pull the down from one Thistle and drop into the oil mixture so that the down soaks up the mixture. Roll the down into a ball. 'Thro' practice, 'tis possible to increase the oil yield from each flower.

This shude take fifteen minutes. Store the soaked down in darkness. As soon as a prepared ball of down is removed from complete darkness, it will begin to glow. The length of tyme that each ball will glow for, is directly proportional to the user's experience. If the user is twice as experienced the second tyme that this magic is used then the light will last for twice as long. Useful in those unexpected dark places when there is no normal light available.

MUSHROOM TENDERNESS

Required elementes: Hellebore, Elderberry & Mushroom

Slice up one basket of mushrooms and then boyle them untill reduced to a thick mush. Crush two handfuls of elderberries to extract their juice and add the juice to the boyled mushrooms. Choppe up one Hellebore leaf and add to the mixture. Pour into an appropriate container and drink when required.

Preparation takes 25 minutes and produces enough mixture for four doses. Drinking this potion will infuse the user with superhuman strength for a short period of tyme.

THORNY SPLINTER

Required elementes: Firethorn & Nettles

Boyle four handfuls of nettles for ten minutes and strain off the liquid, discarding the nettles. Add thorns from the Firethorn bush and allow to brew for one hour. Bottle & drink as soon as cool. Takes one and a half hours to prepare.

Drinking this potion will arm the drinker with Fire Dagger spellles.

FINGERLIGHT

Required elementes: Earwigges, Deadly Nightshade and Belladonna

Extract the juice from a saucepan full of Nightshade berries, add five earwigges and one chopped belladonna leaf to the juice and allow to stand for twenty minutes. Drain the liquid into a bottle and drink immediately.

Preparation takes twenty five minutes. When drunk this potion imbues the user with the ability to cast Fingerlight spellles (lightning boltes).

PALMLIGHT

Required elementes: Centipedes, Mistletoe, Belladonna & Absinthe

Extract the juice from a saucepan full of Mistletoe berries, add five centipedes, one chopped belladonna leaf & two spoonfulls of Absinthe to the juice and allow to stand for twenty minutes. Drain the liquid into a bottle and drink immediately.

Preparation takes forty five minutes. When drunk this potion imbues the user with the ability to cast Palmlight spellles (lightning ball).

CAT & DOG BROTH

Required elementes: Spyder, Horse hair, Lily flower and Witch Hazel

Take a large lily and finely choppe it. Add the chopped lily to a basketful of Witch hazel leaves and simmer over a gentle heate for one hour. Drain off the resultant liquid into a saucepan and discard the remains of the flower & leaves.

Remove the skins from ten common spyders and throw them away. Crush the spyders to release their bloode and add to the liquid in the saucepan. Stir the mixture thoroughly and then add a tuft of Horse hair. Raise the liquid to boyling point and simmer for twenty minutes or until it thickens. Pour into a suitable container. It may be eaten either hot or cold.

This recipe takes an hour and forty minutes to prepare. When eaten, this powerful mixture has two effects. The minor result of its use, is a boost to strength and general health but the major effect provides the eater with a large number of Thunderflash Spelles which can inflict serious damage on the enemy.

DEMON'S BREW

Required elementes: Vampire dust, Dragon's bloode & Deadly Nightshade

Extract the juice from a saucepan full of Deadly Nightshade berries and discard the pulp. Add this juice to one pint of Dragon's bloode. Put the Vampire dust in this liquid and allow it to stand for five minutes. Drain the mixture through a muslin cloth to remove all of the sediment and bottle the resultant liquid. It is absolutely essential to discard the sediment on consecrated ground, failing to do so will cause you moste serious regrets.

This decoction takes twenty five minutes to prepare and equips anyone who drinks it with a terrible weapon. For this reason and because of the ingredients, this is a rare decoction that you are likely to make only once in a lifetime. Carelessness in making it can also ensure that you only get to make it once in a lifetime.

Drinking the decoction will provide the drinker with a large number of Fearful Spelles that do an amazing amount of damage to any normal creature.

POSTSCRIPTUM

Brain Ache:

When this spelle is cast upon an opponent, it reduces dexterity by a random amount for the duration of the fight. It may be used only once in any single confrontation.

Fearful:

This awesome spelle does terrible damage to any standard opponent upon whom it is cast.

Fingerlight:

This more potent light spelle casts a fork of lightning at an opponent causing damage when it hits.

Fire Dagger:

This spelle appears and acts like a flaming, thrown dagger but doing three times the damage of a dagger unless the target is immune to fire. Used against a mummy, there is a chance of it catching fire.

Fire Wall:

Lasting for 10 seconds each tyme it is used, this spelle stops an opponent attacking and allows the caster to use a ranged weapone or run away. It also destroys any ice-based weapon as well as severely damaging any wooden weapones but these effects also apply to the caster's weapons.

Ice Wall:

The ice version of Fire Wall, it lasts twice as long but is almost instantly destroyed by fire-based weapones and only allows the caster to use ice spelles for its duration.

Identify Plant:

This magickal ability is essential to allow identification of the many plant ingredients used in the magickal arts. It is gained by consuming Herbal Honey.

Knightyme Pleasure:

This is the greatest defensive spelle in that it eliminates all effects from magickal ranged weapones and halves the effect of any other weapone.

Lucky Surprise:

This potion increases the imbiber's dexterity by one tenth for each swig but if more than one swig is taken before an earlier one wears off this is partially negated by becoming drowsy.

Maiden's Turnover:

This causes a magickal hardening of the eater's skin which effectively halves sword damage for a tyme.

Manticore Flip:

Similar to Maiden's Turnover but reduces sword damage to one tenth for a much longer tyme.

Mind Locke:

This spelle is similar to Tangled Mind but of even greater intensity.

Palmight:

A more powerful version of Fingerlight that casts ball lightning at an opponent for even greater damage.

Propitious Surprise:

Similar effect to Lucky Surprise but without the drowsiness disadvantage for multiple swigs.

Runic Reading:

This is the ability to read and understand runic writing which is necessary to understanding and can be obtained by drinking Alphabet Soup.

Sizzling Egges:

This gives an offensive spelle equivalent to hitting an opponent somewhat harder than the deadliest concussive weapon.

Tangled Mind:

Similar to Brain Ache but reduces dexterity by a greater amount.

Thunderflash:

When cast at an opponent this spelle acts as a percussion weapon which inflicts extensive damage.

